

**Amendments to the Specification:**

Please replace paragraph [0019] with the following paragraph:

[0019] Figures 4A and 4B illustrate an example implementation of steps 305 and 310 of method 300. Figure 4A illustrates a close-up view of a fluid simulation ~~200~~ 400 over a small region of the fluid surface. Fluid simulation 400 models the behavior of a fluid as a set of particles 405. Simulation 400 solves a system of fluid dynamics equations to determine the forces on each particle in the set 405, which in turn determines the acceleration, velocity, and position of each particle in the set 405. For example, particles 410, 415, and 420 each have a velocity, represented by a solid arrow.

Please replace paragraph [0020] with the following paragraph:

[0020] A level set 430 defining the surface of the fluid is created by weighting the velocities of particles adjacent to grid points to determine a velocity for each grid point. The velocity of the grid points, along with the partial derivatives of the level set function, are used to find the solution of the level set equation and thus the location of the zero level of the level set function at a given point of time. The zero level 430 corresponds to the surface of the fluid. Figure 4B illustrates example level set 430 view from above. Contour lines 440, 445, and 450 indicate the portions of the level set 430 at the zero level. Region ~~270~~ 470 corresponds to the close up view of the particle simulation shown in Figure 4A.

Please replace paragraph **[0025]** with the following paragraph:

**[0025]** At step 320, the zero level and the spray particles are rendered to create an output image. In an embodiment, spray particles are only rendered if they are above the surface of the fluid. Although initially all of the spray particles will be found within the boundary region underneath the fluid surface, eventually some spray particles will travel above the surface of the fluid, as discussed below. Rendering can be performed using any technique, for example ray-tracing or scanline rendering, in combination with lighting, shading, texture mapping, and any other image processing information, to create a final image or frame. As it is often desirable to animate a fluid in the context of other entities, step 320 may also integrate unrelated objects, images, and other entities into the rendering. In an alternate embodiment, the location of the zero level and the spray particles is stored and rendering is deferred until a later time.